Remarks

This reply is responsive to the office action dated November 3, 2006. Upon entry of this amendment claims 1-3 and 5 are pending; claims 1-3 and 5 have been amended and claim 4 has been cancelled. No new matter has been added, and the present application is believed to be in condition for allowance.

In the office action, the examiner:

- objected to the title;
- rejected claims 1-4 under 35 U.S.C. § 101 as being directed to non-statutory subject matter;
- rejected claims 1-5 under 35 U.S.C. § 102(b) as anticipated by Great Britain patent reference GB 2257000A to Yamada ("the Yamada reference").

Objections

The examiner objected to the title of the invention as not being descriptive. As shown on page 2 of this response, the title of the invention has been amended in accordance with the examiner's suggestion, and thus applicants request that this objection be withdrawn.

Rejections

35 U.S.C. § 101

Claims 1-4 stand rejected under 35 U.S.C. § 101 as being directed to non-statutory subject matter. Claim 4 has been cancelled. Claims 1-3 have been amended to recite "[g]ame software stored in information recording medium. . . ," and thus the claims are directed to an article of manufacture in accordance with the requirements of 35 U.S.C. §101. Withdrawal of these rejections is respectfully requested.

35 U.S.C. § 102(b)

Claims 1-5 stand rejected under 35 U.S.C. § 102(b) as anticipated by the Yamada reference.

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Claims 1 and 5 have been amended to recite, *inter alia:*

> "... means for producing and displaying a language selection picture ... such that at least a part of said text data which is displayed on said game image ... can be displayed so as to be confirmed on said display after displaying said language selection picture on said display when displaying said language selection picture together with said game image ... [and]
>   means for displaying provisionally selected text data ... said text data corresponding to said game image displayed with said language selection picture, and for displaying said text data corresponding to said provisionally selected language switched from ... said game image presently displayed ...."

The Yamada reference does not anticipate claim 1 or 5 because it fails to disclose every limitation of those claims. Specifically, the Yamada reference fails to disclose "... producing and displaying a language selection picture ... such that at least a part of said text data which is displayed on said game image ... can be displayed so as to be confirmed on said display after displaying said language selection picture on said display when displaying said language selection picture together with said game image ... [and] displaying provisionally selected text data ... said text data corresponding to said game image displayed with said language selection picture, and for displaying said text data corresponding to said provisionally selected language switched from ... said game image presently displayed ...," as required by claims 1 and 5.

Rather, the Yamada reference discloses only that a selected language name is separately displayed when the particular language is selected using the key input 21. (*See* the Yamada reference, pg. 9, para. 1, line 5 though para. 2, line 5, and Fig. 3.) But this simple display of the selected language name is not the claimed "... displaying provisionally selected text data ... *said text data corresponding to said game image displayed with said language selection picture.*" (emphasis added)

The Yamada system requires the user to recognize the name of the selected language (*e.g.*, "Deutch") in order to correctly select that language for display during play. (*See* the Yamada reference, pg. 10, para. 2, lines 1-6.) With the claimed

invention, *the text associated with the underlying game image* is provisionally changed when a particular language is selected. Thus, with the claimed invention, the player can recognize whether or not the language the player has selected is the language the player wishes to select directly from the display of the text data which is displayed *on the game image* before changing the language and proceeding with the game. In this way, the language can be immediately changed if the selection is in error. This is a convenience because the player can select the language that is understandable simply by viewing the game image (and not a box labeled with the name of the selected language), thus providing a degree of user-friendliness. This is of particular convenience for younger players, who may not understand the printed names of the languages themselves, such as "Deutch" (for German), or the national flags corresponding to these languages, but who will easily recognize the text associated with the underlying game image when that text is displayed in a language they readily understand.
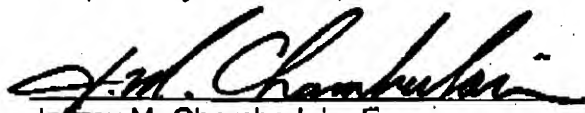
With the claimed invention, the means for displaying provisionally selected text data can switch the display of the text data of the game image among two or more languages to correspond to the player's provisional selection state, so that the player can easily select a desired language and may then set the language accordingly.

Thus, the Yamada reference does not disclose every limitation of claim 1 or 5. Applicants, therefore, request that the 35 U.S.C. § 102(b) be withdrawn, and that these claims be allowed. With respect to claims 2 and 3, which depend from independent claim 1 and recite additional features of the invention, applicants request that the 35 U.S.C. § 102(b) rejections of these claims be withdrawn for the same reasons stated for claim 1.

The claims as amended are believed to be in condition for allowance. Reconsideration and allowance are requested. No fee is believed due with this submission. Should any fees be required, the Commissioner is hereby authorized to charge such required fees to deposit account number 04-1679.

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Respectfully submitted,

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